

What is claimed is:

1. A gaming machine, comprising:

an intelligent device designed or configured to control a game play
sequence comprising a presentation of one or more games on the gaming
machine; and

a memory storing logic causing the intelligent device to award wins of
restricted credits to a player based on a game outcome.
2. The gaming machine of claim 1, wherein the restricted credits are non-
cashable.
3. The gaming machine of claim 1, further comprising an input
mechanism designed or configured to receive player credit instruments, and
distinguish and store player credit type and amount.
4. The gaming machine of claim 3, further comprising an output
mechanism designed or configured to store restricted credit winnings information to a
cashless instrument.
5. The gaming machine of claim 4, wherein said cashless instrument
stores restricted credit in combination with cashable credit.
6. The gaming machine of claim 1, wherein said gaming machine is a
stand-alone machine.
7. The gaming machine of claim 1, wherein said gaming machine is a
interconnected with other machines via a server in a gaming machine system.
8. The gaming machine of claim 1, further comprising at least one of a
printer, a ticket acceptor and a card reader connected with said intelligent device.
9. The gaming machine of claim 1, wherein said memory storing logic
further causes the intelligent device to award wins of restricted credits to a player
based on something other then game outcome.
10. The gaming machine of claim 1, wherein said gaming machine is a
further designed or configured to also provide wins of cashable credits.

11. The gaming machine of claim 10, wherein said logic includes an evaluation mechanism configured to pay out different amounts of credit for a given win depending on if paid in cashable or restricted credits.

12. The gaming machine of claim 10, wherein said evaluation mechanism is associated with a pay table internal to the machine.

13. The gaming machine of claim 10, wherein said evaluation mechanism is associated with a host system pay table external to the machine.

14. The gaming machine of claim 1, wherein said gaming machine is a designed or configured to provide wins of only restricted credits.

15. The gaming machine of claim 1, wherein said intelligent device is a master gaming controller.

16. In a gaming machine, a method of awarding wins of restricted credit, comprising:

receiving a player wager on a game;

conducting the game; and

awarding a win of restricted credits based on the game outcome.

17. The method of claim 16, wherein the restricted credits are non-cashable.

18. The method of claim 16, wherein the restricted credit winnings are calculated according to a fixed internal pay table.

19. The method of claim 16, wherein the restricted credit winnings are calculated according to an external pay table.

20. The method of claim 16, further comprising awarding wins of restricted credit to a player based on something other than game outcome.

21. The method of claim 19, wherein the external pay table determines game outcome based on a pay table at least one of a bonus award, a progressive award, losing streak, player loyalty, duration of play and host system direction.

22. The method of 16, further comprising awarding wins of cashable credits based on game outcome.

23. The method of claim 16, wherein said gaming machine is a stand-alone machine.

24. The method of claim 16, wherein said gaming machine is a interconnected with other machines via a server in a gaming machine system.

5 25. The method of claim 16, wherein the wager comprises restricted credits.

26. The method of claim 16, further comprising displaying on the machine available credits by credit type.

10 27. The method of claim 26, further comprising displaying on the machine available credits in one or more cash denominations.

28. The gaming machine of claim 16, further comprising converting restricted credit winnings to cash at a discount of face value.

29. The gaming machine of claim 16, further comprising converting restricted credit winnings to cashable credits at a discount of face value.

15 30. The gaming machine of claim 16, further comprising converting restricted credit winnings to merchandise.

31. A method for increasing a player's winning percentage on a gaming machine without increasing the financial liability of the gaming machine owner, comprising:
20 awarding the player wins of restricted credit for play on the gaming machine.

32. The method of claim 31, wherein the restricted credits are non-cashable.

33. The method of claim 31, wherein the wins of restricted credits are calculated based on a pay table giving the player higher odds of winning than for wins
25 of cashable credits on the machine.

34. The method of claim 31, wherein the wins of restricted credits are calculated based on a pay table giving the player higher odds of winning than for wins of cashable credits on the machine.

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